Fandom
Search
START A WIKI
SIGN IN
Explore
Fan Central
CURRENT
RECENT
Fandom
FOR THE LOVE OF FANS
LEARN MORE
ADVERTISEMENT

in: Witcher190, Adalwulf of Aedirn, Hybrids, and 2 more

Wulver

SIGN IN TO EDIT

This fan-fiction article, **Wulver**, was written by Witcher190 and Adalwulf of Aedirn.
Please do not edit this fiction without the writers' permission.

"What kind of cursed dog is that?"
— Anonymous

A **wulver** (also spelt **wulvo** or **wulvi**) is the hybrid product born from the union between a werewolf in its animal form and a common wolf or dog. Due to the inherent difficulties of such pairings, wulvers are uncommon and often regarded as anomalies within both werewolf and canid populations.

Contents [hide]

1. Abilities
2. Behavior
3. Classification
4. Physiology
5. Range
6. Slaying
7. Trivia

Wulver

A winter wulver in Kovir

Follow on IG | TikTok | Join Fan Lab | llenge your friends!

Taxonomy

Monster Classification	Hybrid
Danger Level	Medium
Species	Werewolf
Related Species	Winter wulver (Far North)
Physiology	
Eyes	Variable (depending on the canid ancestry of the wulver)
Ecology	
Lifespan	Around 20 - 30 years
Intelligence	Dog level
Nature	Aggresive
Range	Old Continent
Habitat	Near to human settlements (Kovir)
Diet	Carnivorous
Prey	Humans, non humans, monsters and other creatures

Abilities

- **Werewolf Physiology**: As a type of werewolf, wulvers possess many of the abilities associated with lycanthropy, such as heightened regeneration and resilience to physical damage. However, unlike full-blooded werewolves, their regenerative capacity is somewhat diminished, requiring more time to recover from severe injuries.
- **Dog /wolf Physiology**: Wulvers also inherit several key traits from their canid ancestry,

making them highly adept hunters and trackers.

- **Enhanced Durability**: Their dense musculature and thick hide provide a natural resistance to physical trauma, allowing them to withstand significant injuries before succumbing.
- **Enhanced Endurance**: Capable of sustained movement over long distances without exhaustion, wulvers can pursue prey relentlessly.
- **Enhanced Senses**: Their advanced olfactory and auditory capabilities allow them to detect scents and sounds from great distances, surpassing those of ordinary wolves or dogs.
- **Enhanced Hearing**: Sensitive enough to pick up the faintest noises, enabling them to detect approaching threats or hidden prey.
- **Enhanced Smell:** Their acute sense of smell allows them to track targets with remarkable accuracy, even across difficult terrain.
- **Night Vision**: Adapted for nocturnal activity, wulvers can see clearly in near-total darkness.
- **Enhanced Speed**: Their lean, muscular build and powerful limbs grant them exceptional speed, enabling quick bursts of movement to evade attacks or close the distance between themselves and prey.
- **Enhanced Stamina**: Unlike werewolves, who rely on raw strength, wulvers are built for endurance, capable of prolonged chases and engagements.
- **Enhanced Strength**: While not as physically dominant as werewolves, they still possess considerable strength, allowing them to overpower smaller foes and deliver devastating attacks.
- **Environmental Adaptation**: Depending on their habitat, wulvers exhibit various adaptations to survive extreme conditions, such as thick fur for cold climates or lighter, sleeker coats for warmer regions.
- **Powerful Bite**: Their strong jaws can crush bone, making their bite one of their most lethal weapons in combat.
- **Predator Instinct**: Wulvers are highly intelligent hunters, utilizing their instincts and experience to anticipate movements, set up ambushes, and exploit weaknesses in their opponents.

Behavior

Given their canid heritage, wulvers are not usually as solitary as werewolves, although they do not form large packs, nor do they have an alpha. They tend to form groups of up to a maximum of about six wulvers, often consisting of close relatives or bonded individuals. These small groups function as cooperative hunting units, sharing responsibilities such as scouting, guarding, and ambushing prey. While they lack a strict hierarchical structure, leadership within these groups is often determined by experience and skill rather than dominance, with the most capable member naturally guiding the others in decision-making.

Unlike wolves and dogs, wulvers are nocturnal creatures, preferring to hunt and travel under the cover of darkness. A notable difference from first-generation werewolves, aside from the previously mentioned traits, is that due to their heightened nocturnal adaptations, they do not hunt during full moons. This is because moonlight, rather than aiding their vision, actually

disrupts their ability to perceive movement and depth effectively. This sensitivity to bright natural light forces them to seek shelter during the full moon, relying instead on cloudy nights or dense forest canopies for optimal hunting conditions. Their eyes are specialized for low-light environments, making them exceptional hunters in pitch-black conditions but vulnerable in well-lit open spaces.

Classification

Unlike creatures such as golden dragons or antherions, wulvers are unable to change form—humanoid or otherwise—due to a genetic limitation inherited from their hybrid nature, which stabilizes their physiology in a single form. Due to this limitation and their physical traits, they are classified as hybrids. However, some scholars argue that, as descendants of lycanthropes and being able to reproduce among themselves, wulvers deserve their own classification rather than being grouped as hybrids. Their stable genetic inheritance, along with the already mentioned lack of the transformative volatility of werewolves, suggests a distinct evolutionary branch rather than a mere hybrid anomaly. Additionally, their heightened resistance to silver, unique social structures, and consistent morphological traits across generations further support the argument that wulvers should be recognized as a separate species rather than an intermediate form between werewolves and canids.

Physiology

Wulvers exhibit several physiological distinctions from werewolves, being recognizable for their ‘humanoid’ appearance, similar to the hybrid form that werewolves can achieve. They are capable of bipedal movement but usually prefer to move on all fours. The major difference from a werewolf in this regard is that they are humanoid yet more animalistic at the same time. They are generally smaller in stature compared to the common werewolf, possess intelligence akin to that of a highly trained canine, and demonstrate an enhanced resistance to silver. Additionally, they exhibit greater agility, albeit at the cost of reduced physical strength relative to werewolves. Their morphological characteristics vary, with some specimens displaying traits more akin to domestic canines, while others exhibit a closer resemblance to wild wolves.

Range

Since therianthropy (and therefore lycanthropy as a variant of it) is a worldwide phenomenon, and the presence of canids is quite widespread in places where human civilization is present, wulvers exist in many regions, including the Northern Kingdoms, the Nilfgaardian Empire, Ofir, and even beyond. However, only one subspecies of wulver has been discovered to date: the winter wulver of the Far North, born from the union of the *canis lupus arctos* and werewolves.

They are usually found in the same territories as wolves, thriving in dense forests, rugged mountains, and remote plains. However, in Kovir, due to the harsh climate and scarcity of natural prey, they tend to attack human settlements more frequently. The region’s long winters and difficult terrain make livestock an easy and essential target for their survival.

Slaying

Wulvers are eliminated by witchers, similar to werewolves. In that sense there is not much complexity with them.

The big difference, given their greater resistance to silver (inherited from their canid progenitor), is that a steel sword coated in beast oil must be used against them. While not entirely immune to silver, wulvers exhibit a significantly higher tolerance compared to werewolves, requiring prolonged exposure or deeper wounds for silver to have a lethal effect. This resistance varies among wulver subspecies, with those adapted to harsher climates often displaying even greater durability.

Also to be taken into account is its higher speed in comparison to a werewolf, making it a more elusive and difficult target in combat. Wulvers are known for their rapid reflexes and unpredictable movements, often darting around opponents to exploit openings. As such, potions such as Blizzard, which enhance reaction time and focus, are highly recommended when facing a wulver to counter its speed and agility effectively.

One advantage that wulvers have over werewolves (which compensates for their lack of strength) is that, although they cannot call in wolf packs, they can call in other wulvers (usually their family), forming coordinated attack groups that utilize their superior speed and agility to outmaneuver opponents. These summoned allies respond rapidly to distress calls, reinforcing their kin in battle and creating a highly dynamic combat scenario. Their ability to work together in calculated strikes makes them particularly challenging adversaries, as they can overwhelm foes through sheer numbers and relentless movement.

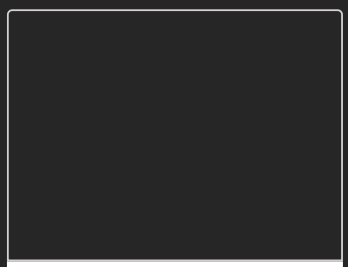
Trivia

- Wulver is a creature from Shetland islands folklore.
- This article was inspired by two versions of the creature. The first, the original of the folktale and the other, the one presented by the video game *God of War (2018)*.

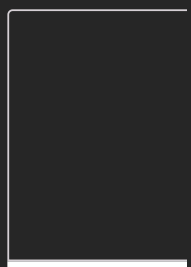
Categories

Community content is available under CC-BY-SA unless otherwise noted.

Recent Images



Wulver
8 minutes ago



Portus Asteru
9 hours ago

EXPLORE PROPERTIES

Fandom
Muthead
Fanatical

FOLLOW US

OVERVIEW

What is Fandom?
Contact
Global Sitemap
About
Terms of Use
Local Sitemap
Careers
Privacy Policy
Press
Digital Services Act

COMMUNITY

Community Central
Support
Help

ADVERTISE

Media Kit

Contact

FANDOM APPS

Take your favorite fandoms with you and never miss a beat.

The Witcher Fanon Wikia is a FANDOM Games Community.

VIEW MOBILE SITE